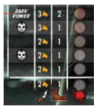
FINAL GIRL Summary

1. Action Phase
   a. Play action cards one-by-one in your hand. Roll number of dice (Horror roll) equal to level of horror track and resolve based on instructions on card (success/failure /). Note you can always roll a minimum of one die. Rolls of 3 or 4 give you the option of discarding 2 cards to create one success. Remember to adjust time track accordingly if instructed.
   b. Movement (card action): When leaving a space with Victims, you may take up to 2 Victims with you, unless you are moving into a space with the Killer, in which case no Victim will follow you.
   c. If at any point during this phase you are at a location with an Exit and Victim(s) are also in that space, you may save the Victim(s), even if you are just passing through. Saved Victims go onto Final Girl character card in any order and you gain benefit if there is one listed. If all card slots are filled, flip it over and gain the Final Girl special ability.
   d. Searching (card action): The top item on each searchable location is set face up at the beginning of the game. Once the top card is taken/discarded, the cards below are not revealed unless otherwise specifically instructed. If you gain an item, look to see if it requires 1 hand, 2 hands, or no hands. 1 (2) handed items need to be held by one (both) of your hands. Items without hands may be held in your backpack. Many items have limited uses and you must put the tracking tokens on them when you acquire them to track number of uses. You can rearrange items between your hands/backpack only when you gain a new item or during the Upkeep Phase.
   e. Resting/Healing: Recovery of Health (hearts) cannot go above maximum health for the character.
   f. Attack (card action): Attack action can be augmented by weapons held in hand (not backpack). Weapons held in hand may have a range listed on the left hand side (0=same space as Killer). You must fulfill the distance requirement to use (ie. revolver says 1 range so you must be 1 space away to use it. You cannot use it when you are on the same space as the killer). Weapons held in both hands (dual wield) do not stack; you have to choose one to use to add the modifier benefit to the attack action card. Reduce Killer's health based on icons.
   g. At any point before this phase ends, you have the option of discarding cards to gain time. 1 card = 1 time.
   h. If you ever lose time so that the time market drops below 0 and into the red of the time track, the action phase will immediately end.
   i. When Horror causes the number of dice rolled to be different, that change happens immediately for the next action and onwards. When Horror goes below the green zone, any additional reduction gives 1 time. When Horror goes above the red zone, any additional increase will increase Bloodlust.

   j. Action phase ends when: 1) you decide to stop, 2) you run out of cards to play, 3) an action causes the stop sign with an x icon to appear, 4) the time marker goes below 0

2. Planning Phase
   a. If you have residual time, you can use this time to purchase cards. The cost for these cards are paid in time and is located in the lower right of the card.
   b. 0 cost cards are free
   c. You can only buy the cards that are available on the market. The cards you just played in the just-ended Action Phase will not be available to buy till the next Planning Phase (those cards skip a turn).
   d. Once the Planning Phase is over, move the cards that were just played in the previous Action Phase to the market to be available for next time.
   e. MAX number of cards in hand is 10.
   f. Reset time to 6 after Planning Phase has ended.

3. Killer Phase
   a. Resolve the Killer Action as denoted on the Finale Card (on the upper left). If the Finale is revealed (card is flipped to the opposite side, this happens during the Upkeep Phase when you do a Terror card check and none is left), skip (b) below.
   b. Draw the top Terror card and resolve. New Event cards don't usually reveal unless instructed by a specific Terror card.
   c. Killer targets closest Victim or Final Girl depending on icon shown on Killer action or card (either or both could happen in a & b above). The Killer moves a number of spaces based on the number of boots showing x number denoted on the boot column next to the Bloodlust token on the Killer board and attacks a number of times (or Victims) based on the number of knife icons. Each attack deals damage equal to the in the knife column next to the Bloodlust token on the Killer board. Note that Victims all have 1 health only, so any extra damage is omitted. Any Victim killed increases the Bloodlust token one row higher.  If the new row has a mask icon, increase the Horror track by 1. If the Bloodlust token reaches the Dark Power row, the Dark Power card is flipped over and revealed. If the Bloodlust token reaches the top of the track, any additional Bloodlust earned will trigger the ability located right above the top space of the Bloodlust token. If Killer attacks the Final Girl, you may use cards with Reaction abilities if you have them, but each Reaction card can only defend against a single attack. You can never use Reaction cards to defend against loss of health icons.
   d. Final health token: If either the Final Girl or the Killer is down to their last health token (black) and more damage needs to be applied, flip the token over. If it is blank, then that character is dead. If it isn't blank, they come back to life with health = the number of hearts on the back of the black health token (ie:). The black token is discarded and the new amount of health in white tokens is added. Excess damage prior to the flip is negated and the current phase is over. Once the Final Girl and/or the Killer is down to their final health token (regardless if it is black or white), you get to roll an additional die (called Adrenaline Rush) for all Horror rolls. If an effect increases health back to more than the last token, this benefit is lost.

4. Panic Phase
   a. If the Killer kills a Victim in a space where there are other Victims during this round, the rest panic and flee to adjacent spaces. Roll a die for each Victim to determine where they flee and check the map board to see what roll number relates to which direction. If the roll number is not shown on the board, then that Victim stays in their current space (with the Killer).

5. Upkeep Phase
   a. If no Terror cards are left to flip, flip over the Finale card. From now on any instructions to flip a new Terror card is ignored.
   b. Perform any upkeep as required by instructions of certain Events, Items, other cards, or Special Rules.
   c. You may rearrange the items in your hand and/or your backpack at this time.

Additional Notes:

i) Minor Dark Power cards: May be revealed from Terror card draws. These cards go above the Killer board and give the Killer a small advantage. If these cards give more health to the Killer, any attacks against the Killer must remove these before their base health. Once all temporary health is removed then that Minor Dark Power card is removed from the game

ii) Events: are ongoing. Even if a new one is drawn, the previous effects still apply (if possible). Some Events have one-time effects. These cards are discarded once the effect is complete. Some Events have instructions that can no longer be applied. These cards are also discarded.

iii) Minions: Rules and cards that specifically state "Enemies" apply to both Killer and Minions (if applicable). The number of Minions are limited by the number of Minion tokens available. If there are multiple Minions in the same space and you are attacking them, you attack ALL of them and decide how to distribute damage. This does not apply to spaces where there is the Killer and Minion(s); in those cases you have to decide which you are attacking. Unlike with the Killer, Victims will follow you into a space with Minion(s). During the Killer phase, in addition to the Killer Action there may also be a Minion Action. When resolving Terror cards, all Enemies (Killer and Minions) will perform the Killer Actions, and Minions go first. Victims during the Panic phase will act the same against a Minion as they would with the Killer.